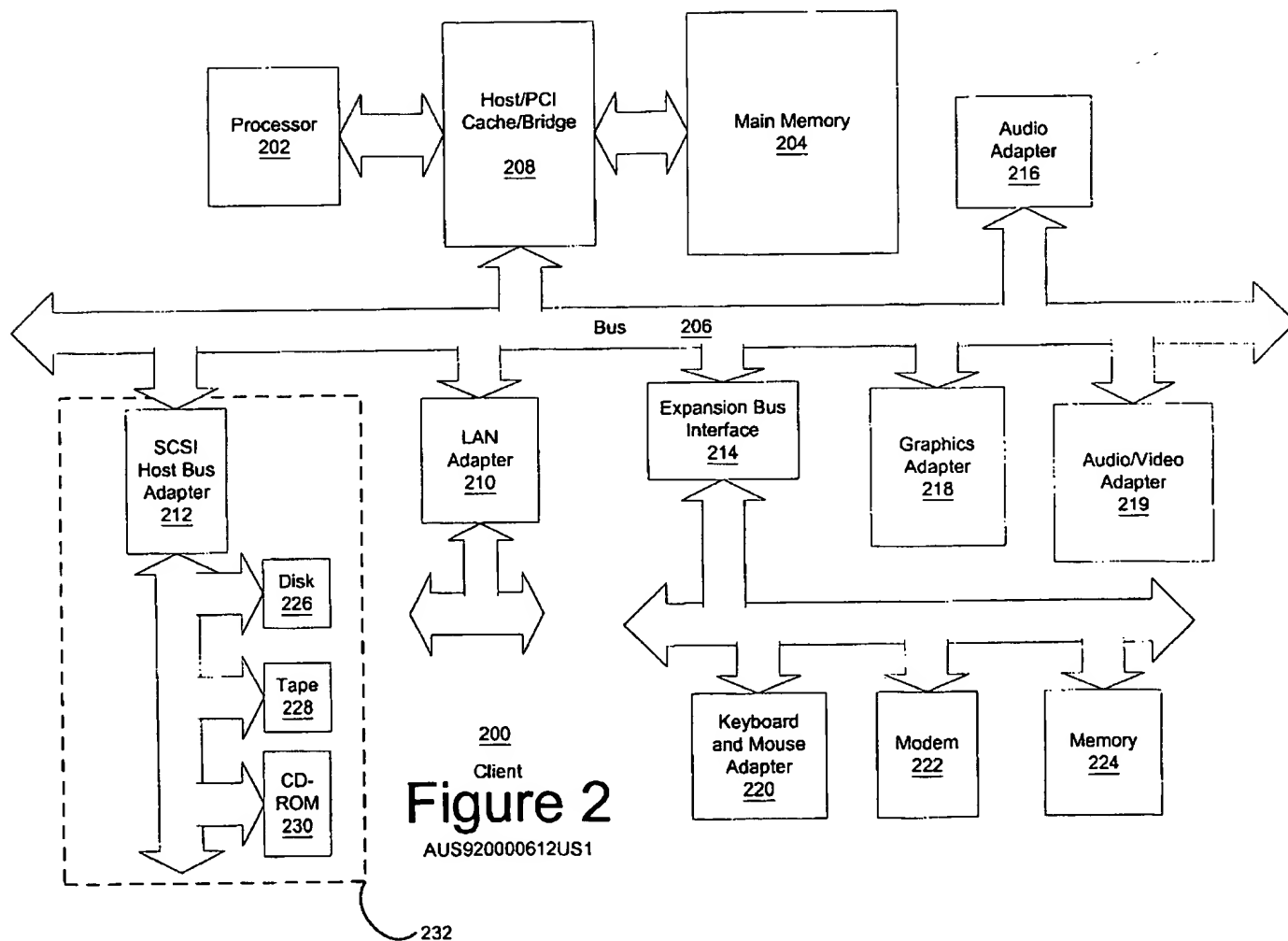
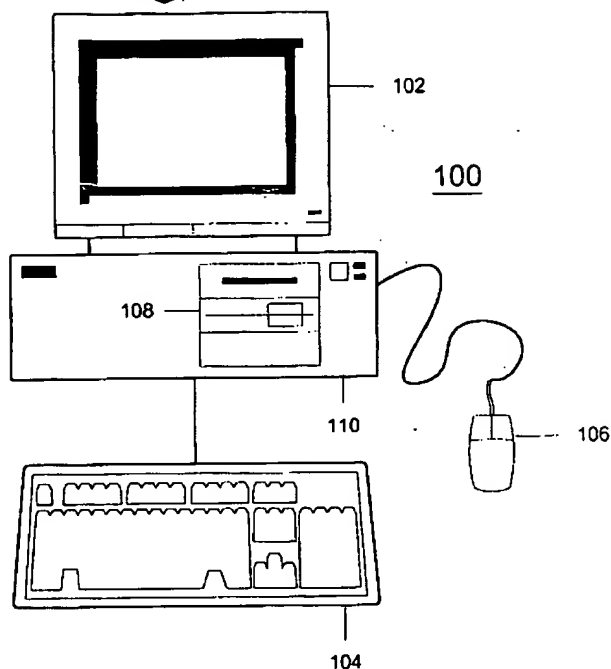


Figure 1

Ault
AUS920000612US1
Generating Partials for
Perspective Corrected Texture
Coordinates In a Four
Pixel Texture Pipeline
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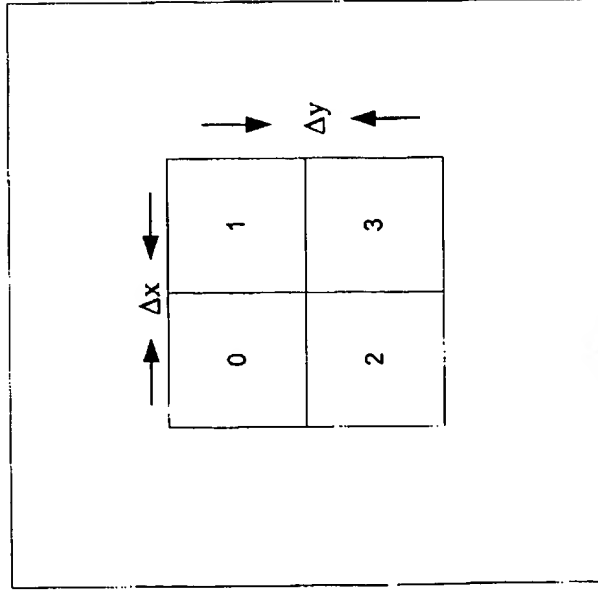


Figure 3

Ault
AUS920000612US1
Generating Partials for
Perspective Corrected Texture
Coordinates in a Four
Pixel Texture Pipeline
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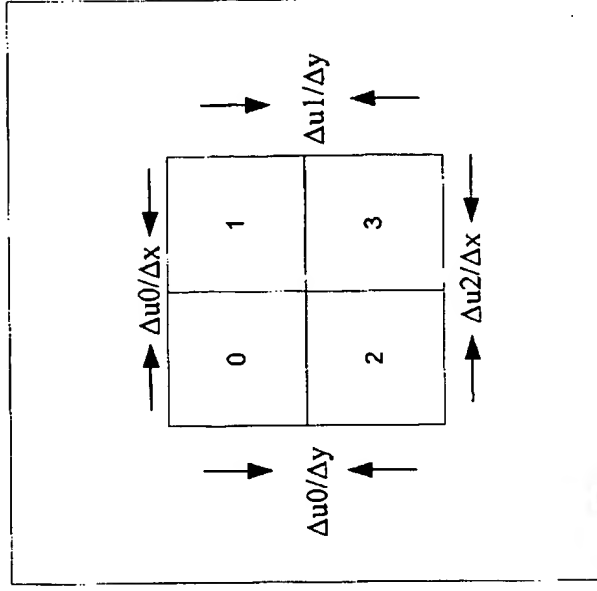


Figure 4

Ault
AUS920000612US1
Generating Partials for
Perspective Corrected Texture
Coordinates in a Four
Pixel Texture Pipeline
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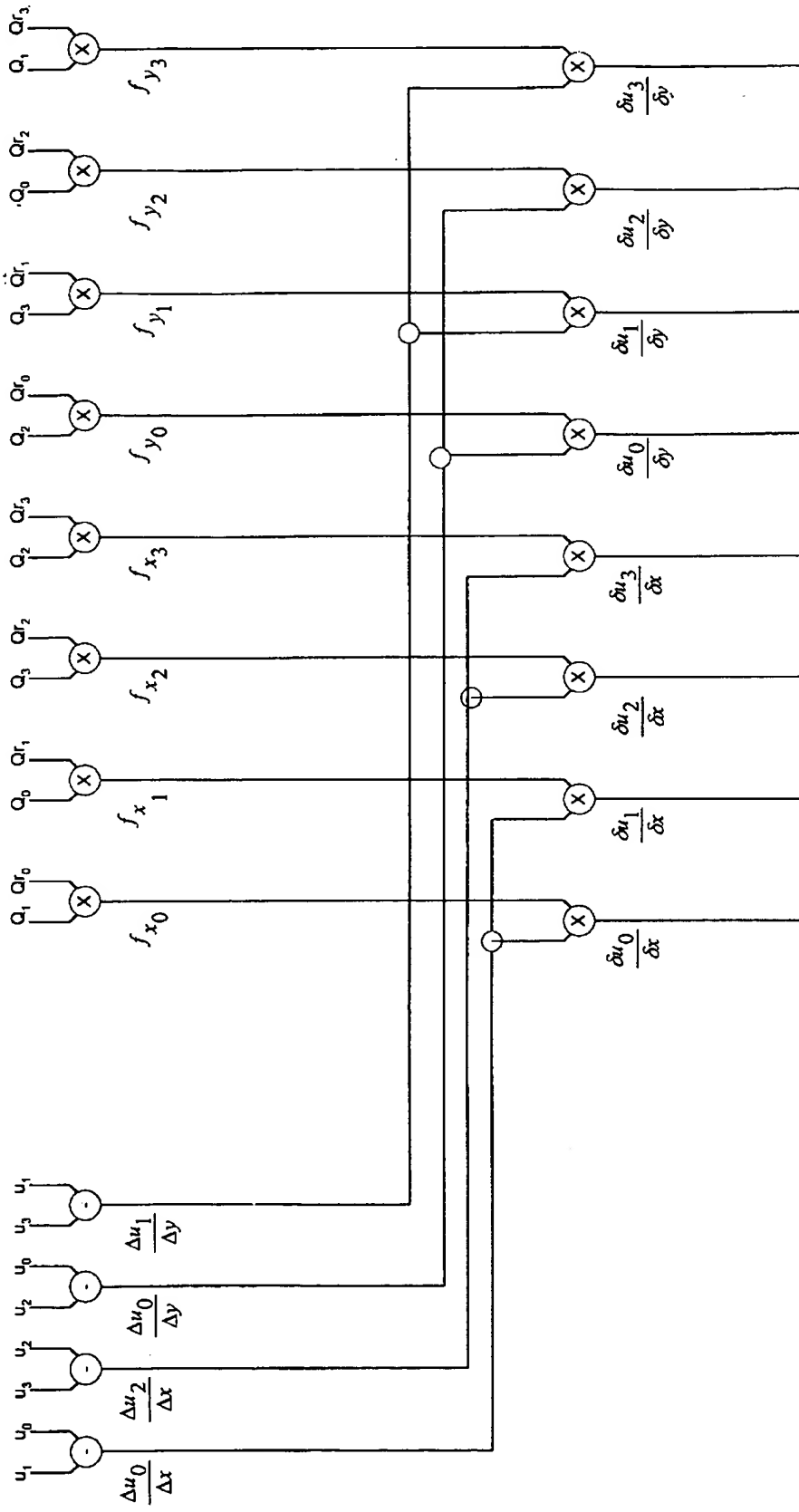


Figure 5

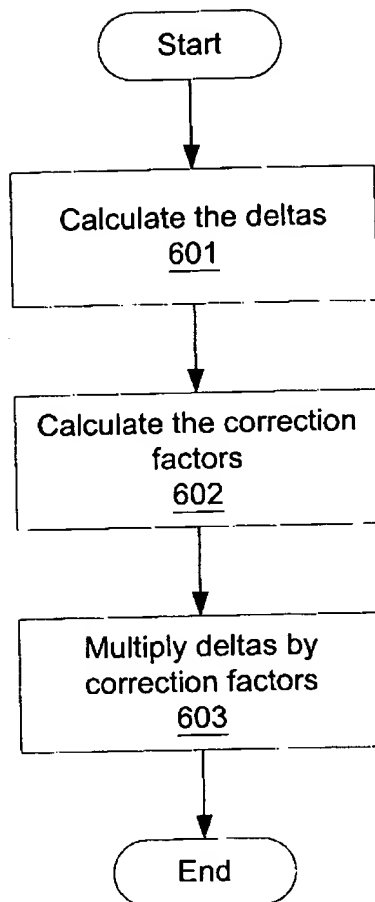


Figure 6

Ault
AUS920000612US1
Generating Partial for
Perspective Corrected Texture
Coordinates in a Four
Pixel Texture Pipeline
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